

Docket No. F-6779

Ser. No. 09/736,107

### REMARKS

The above proposed amendments address the 35 U.S.C. § 112, second paragraph rejections and the obviousness rejections under 35 U.S.C. § 103(a) based upon the Ng, Pokemon and Hawkins et al. references.

Regarding the substantive rejections, it is admitted by the previous Examiner that Ng fails to disclose transmitting training initial values of a successfully trained character to an external side for retraining. Pokemon is relied upon as allegedly providing disclosure allowing a user to view data of any character including an "initial training value." It is proposed that the independent claims 1, 4 and 7 be amended as indicated above to clarify that the term "training initial value" in the present claims 1, 4 and 7 specifically reflects "at least one aspect of basic abilities of the character." As such, this claimed feature would clearly be distinguished from that disclosed in Pokemon. The "OT" in Pokemon, said by the previous Examiner to be an "initial training value" pertains merely to data representative of the identity of an original trainer (hence the initials OT, for Original Trainer).

Furthermore, nothing in any of the prior art cited suggests transfer of such data "such that a user on the external side can begin training the character with said training initial values and said given items," and since the data in Pokemon pertains only to a trainer and not a basic ability of the character itself, such data in Pokemon could not possibly be used as a basis of retraining.

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Hawkins et al. is similarly deficient regarding disclosure of the above noted feature.

Therefore, it is applicants' position that one of ordinary skill in the art would receive the requisite teaching, or be motivated, to transmit data representing the training initial values set by a first player (i.e., as set before training thereby) to an external side, for example, another game terminal, for use of these same values as a starting point for retraining by a subsequent game player, after successful training by the first. The claimed invention provides a second game player with the training values set initially before training is performed by a first game player, so that the second game player can start the retraining with the same values used by the first player who has already successfully trained the character, a feature believed absent from the cited references. Thus, the prior art references fail to teach or suggest all the claim limitations

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As requested in the recent telephone conversation with the Examiner, it is hoped that applicants' counsel can have the opportunity to briefly discuss the proposed amendments highlighted above, in advance of filing of a formal amendment, and applicants' thank the Examiner in advance for his time and consideration.

Respectfully submitted,  
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